MIMICS

















FIKRIMIZ NE

GELECEKTE ÜZERİNE NELER KOYABİLİRİZ//?

Mağazaya gelen kişilerin,

- · Yaş gruplarına göre duygu durumları,
- · Yaşlarına göre sınıflandırılması,
- Reyon bazlı duygu analizi
- Girişteki duygu analizleriyle çıkıştaki duygu analizinin kıyaslanması

DATASET



S010_006_01594 615.png



S010_006_01594 616.png



S010_006_01594 617.png



S010_006_01594 618.png



S010_006_01594 619.png



S010_006_01594 620.png



S010_006_01594 621.png



S010_006_01594 622.png



S010_006_01594 623.png



S010_006_01594 624.png



S010_006_01594



S010_006_01594



S010_006_01594



S010_006_01594



S010_006_01594



S010_002_01593 819.png



S010_002_01593 820.png



S010_002_01593 821.png



S010_002_01593 822.png



S010_002_01593 823.png



S010_002_01593 824.png



S010_002_01593 825.png



S010_002_01593 826.png



S010_002_01593 827.png



S010_002_01593 828.png



S010_002_01593 829.png



S010_002_01593 900.png



S010_002_01593 901.png



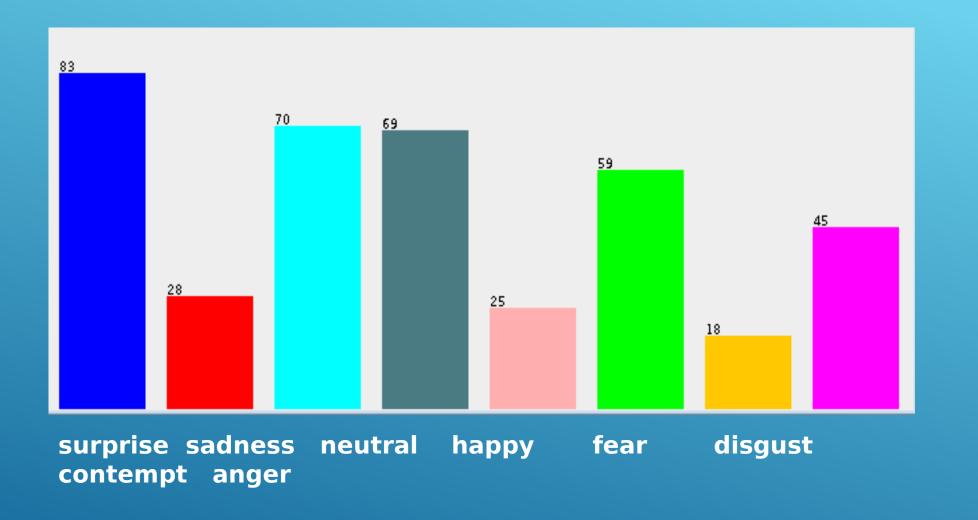
S010_002_01593 902.png

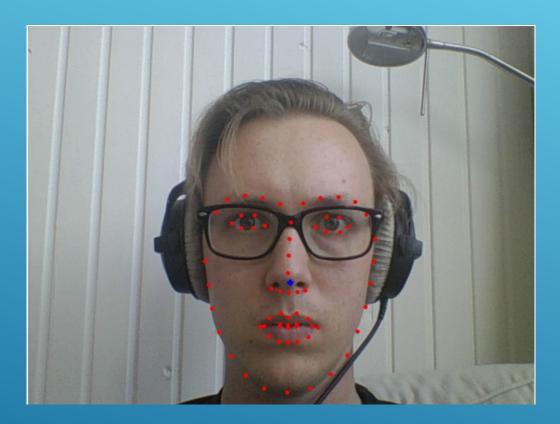
DATASET

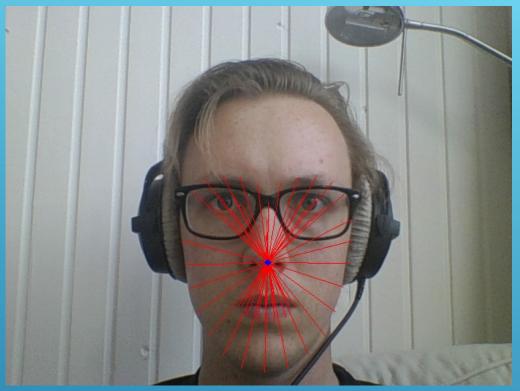
http://www.consortium.ri.cmu.edu/data
/ck/

398 image files- etiketli data

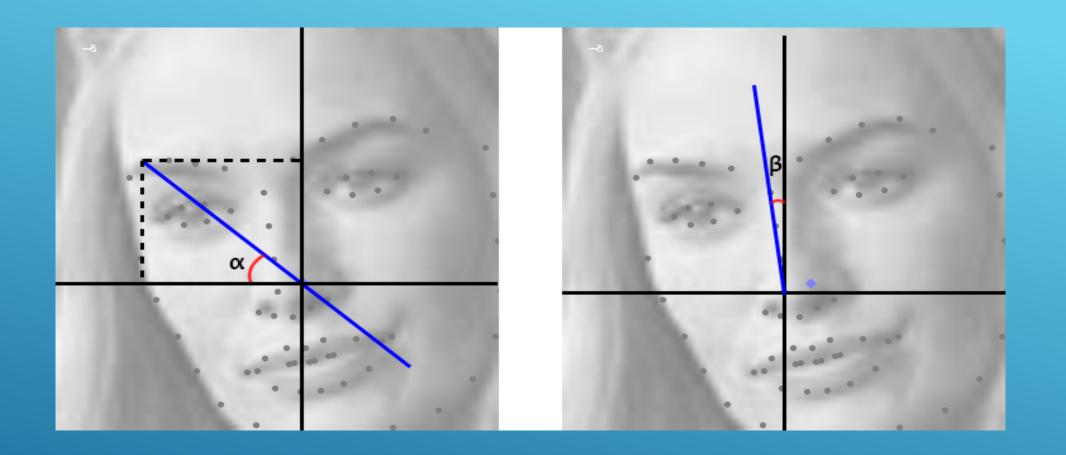
Etiletli Duygu Durumları: Neutral, anger, contempt, disgust, fear, happy, sadness, surprise







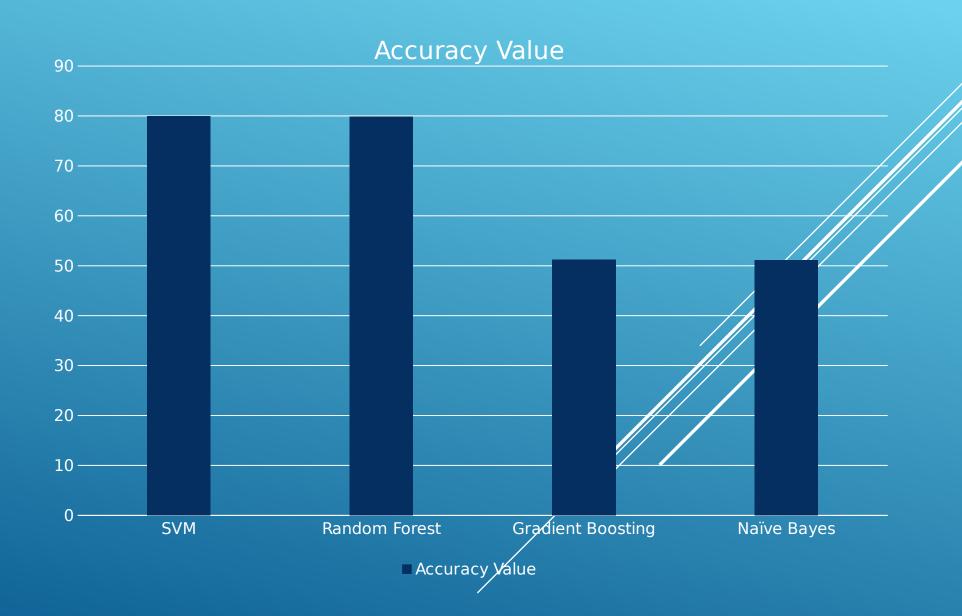
VEKTÖR İŞLEMİ



(MATH.ATAN2(Y, X)*360)/(2*MATH.PI)

Veri setimizi makine öğrenmesi algoritmalarını kullanmaya uygun hale getirmek için VggFace adında bir tool yardımıyla landmarkları çıkarttık.

KULLANDIĞIMIZ ALGORİTMALAR



Learning rate: 0.1

Accuracy score (training): 0.865

Accuracy score (validation): 51.250

Confusion Facilia.														
1 1	1	0	2	0	0	4	О	0]						
Ε	2	1	0	0	0	1	О	0]						
Ε	0	1	6	0	0	1	0	0]						
Ε	0	0	0	1	5	0	О	2]						
Ε	0	0	1	0	9	0	О	0]						
Ε	3	3	1	1	0	5	2	0]						
Ε	О	2	1	0	0	2	О	0]						
Ε	2	0	0	0	0	2	1	18]]					
Cla	Classification Report													
]	pre	cis	ior	n	recall	f1-sco	re	support		
anger						О	. 12	2	0.14	0.	13	7		
contempt					0.14			1	0.25	0.	18	4		
disgust					0.55			5	0.75	Ο.	63	8		
fear					0.50)	0.12	0.	20	8		
happy					0.64			4	0.90	0.	75	10		
		tra	1	0.33			3	0.33	0.	33	15			
		nes	s	0.00)	0.00	Ο.	00	5			
	ris	е	0.90)	0.78	0.	84	23				
	mi	cro	av	g		О	. 51	L	0.51	0.	51	80		
	ma	av	g	0.40)	0.41	0.	38	80			
we	igh	av	g	0.52			2	0.51	0.	50	80			

GRADIENT BOOSTING ALGORITHM ACCURACY SCORE

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